

What Is Claimed Is:

1 1. A network game unit connected to a plurality
2 of client machines via a network and running a network
3 game in which a plurality of players using the plurality
4 of client machines can participate, the network game
5 unit comprising:

6 an application receiving device which receives
7 application for participation in the network game;

8 a participation assessing device which assesses
9 whether or not to allow applications received by the
10 application receiving device to participate in the
11 network game according to predetermined conditions
12 of participation; and

13 a participation process executing device which
14 executes whether to enable players or characters used
15 by the players related to the applications assessed
16 to be allowed to participate by the participation
17 assessing device to participate in the network game.

1 2. The network game unit of claim 1, wherein the
2 participation assessing device allows players or
3 characters used by the players related to the
4 applications to participate in turn, and disallows
5 players or characters used by the players related to
6 applications received after a number of received
7 applications reaches a predetermined number of
8 participants to participate.

1 3. The network game unit of claim 1, wherein the
2 participation assessing device assesses whether or
3 not to allow players or characters used by the players,
4 on condition of participation such as past achievements
5 of players or characters used by the players, to
6 participate.

1 4. The network game unit of claim 1, further
2 comprising an ability changing device which changes
3 ability of characters used by the players in the network
4 game, wherein the participation assessing device
5 assesses whether or not to allow participation in the
6 network game on condition of participation such as
7 ability of the characters.

1 5. The network game unit of claim 1, wherein the
2 participation assessing device assesses whether to
3 allow players or characters used by the players having
4 been disallowed to participate in the network game
5 in the past by the participation assessing device to
6 participate prior to others.

1 6. The network game unit of claim 1, further
2 comprising:
3 an information receiving device which receives
4 character information which is information related

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to characters used by the players in other game units;
and

an achievement information reading device which
reads the past achievements of the players who have
played in the other network game units or the
achievements of the characters from the character
information received by the character information
receiving device,

wherein the participation assessing device
assesses whether or not to allow participation in the
network game based on the achievement information read
by the achievement information reading device.

7. The network game unit of claim 1, further
comprising:

an information receiving device which receives
character information which is information related
to characters trained by the players in other network
game units; and

an ability information reading device which reads
out ability information of the characters from the
character information received by the character
information receiving device,

wherein the participation assessing device
assesses whether or not to allow participation in the
network game on condition of participation such as
ability information read by the ability information

15 device.

1 8. A network game unit connected to a plurality
2 of client machines via a network and running a network
3 game in which a plurality of players using the plurality
4 of client machines can participate, the network game
5 unit comprising:

6 an application receiving device which receives
7 applications for participation in the network game;

8 a participation allowing device which allows
9 players or characters used by the players related to
10 the applications based on applications received by
11 the application receiving device;

12 a preliminary character recording medium which
13 records preliminary characters which are not used by
14 players; and

15 a preliminary character participation enabling
16 device which enables preliminary characters recorded
17 in the preliminary character recording medium to
18 participate in the network game when the number of
19 applications allowed to participate does not reach
20 a predetermined number of participants.

1 9. A game system, comprising:

2 a game machine running a game using characters
3 used by players; and

4 a network game machine connected to client

machines via a network and running a network game which
players using the client machines can play using ability
information which is information related to ability
of characters used in the game machines,

wherein the network game machine comprises:

an application receiving device which
receives application for participation in the network
game;

a participation assessing device which
assesses whether or not to allow applications received
by the application receiving device to participate
in the network game according to predetermined
conditions of participation; and

a participation process executing device
which executes whether to enable players or characters
used by the players related to the applications assessed
to be allowed to participate by the participation
assessing device to participate in the network game.

10. A game system, comprising:

a game machine running a game using characters
used by players; and

a network game machine connected to client
machines via a network and running a network game which
players using the client machines can play using ability
information which is information related to ability
of characters used in the game machines,

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9 wherein the network game machine comprises:
10 an application receiving device which
11 receives applications for participation in the network
12 game;
13 a participation allowing device which allows
14 players or characters used by the players related to
15 the applications based on applications received by
16 the application receiving device;
17 a preliminary character recording medium
18 which records preliminary characters which are not
19 used by players; and
20 a preliminary character participation
21 enabling device which enables preliminary characters
22 recorded in the preliminary character recording medium
23 to participate in the network game when the number
24 of applications allowed to participate does not reach
25 a predetermined number of participants.

1 11. A computer readable medium having recorded thereon
2 a processing program for operating the network game
3 unit, which is connected to a plurality of client
4 machines via a network and running a network game in
5 which a plurality of players using the plurality of
6 client machines can participate, and which comprises
7 an application receiving device which receives
8 application for participation in the network game,
9 a participation assessing device which assesses whether

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10 or not to allow applications received by the application
11 receiving device to participate in the network game
12 according to predetermined conditions of participation,
13 and a participation process executing device which
14 executes whether to enable players or characters used
15 by the players related to the applications assessed
16 to be allowed to participate by the participation
17 assessing device to participate in the network game,
18 the computer readable medium comprising:

19 a first processing routine for assessing whether
20 or not to allow participation in a network game with
21 respect to an application for the participation in
22 the network game in accordance with predetermined
23 conditions of participation; and

24 a second processing routine for executing a
25 participation process, which enables a player, related
26 to the application allowed in the first processing
27 routine, to participate in the network game, or which
28 enables a character used by the player to participate
29 in the network game.

1 12. A computer readable medium having recorded thereon
2 a processing program for operating the network game
3 unit, which is connected to a plurality of client
4 machines via a network and running a network game in
5 which a plurality of players using the plurality of
6 client machines can participate, and which comprises

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7 an application receiving device which receives
8 applications for participation in the network game,
9 a participation allowing device which allows players
10 or characters used by the players related to the
11 applications based on applications received by the
12 application receiving device, a preliminary character
13 recording medium which records preliminary characters
14 which are not used by players, and a preliminary
15 character participation enabling device which enables
16 preliminary characters recorded in the preliminary
17 character recording medium to participate in the
18 network game when the number of applications allowed
19 to participate does not reach a predetermined number
20 of participants,

21 the computer readable medium comprising:

22 a first processing routine for allowing players
23 related to the applications or characters used by the
24 players to participate in a network game based on
25 applications for participation in the network game;
26 and

27 a second processing routine for enabling
28 preliminary characters, which have been recorded in
29 a preliminary character recording medium and have not
30 been used by the players, to participate in the network
31 game when the number of the applications for
32 participation allowed in the first processing routine
33 to participate in the network game is not sufficient

34 - to a predetermined number of applications for
35 participation.

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